Drakengard™

MATURE 17+

CONTENT RATED BY ESRB

SQUARE ENIX™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Overture of Death - Why does man wage such savage war?

The World of Drakengard

It is an ancient time, and dragons still roam upon the earth. Two great powers, the Union and the Empire, wage fierce war for the control of a goddess who protects the harmony of the world. Hidden in three sacred places scattered throughout the world are the great seals. A fourth seal, which unites and protects the others, is embodied in the life of a single woman. This woman is called the goddess.

The legends say that should these seals be broken, the gods themselves will sow upon the earth the Seeds of Resurrection. Some claim that these seeds will bring forth the salvation of all mankind.

The Goddess

Upon the goddess's soul lies the awesome weight of the seals, a weight that inflicts torments so great that her very flesh seems to be torn asunder. But the continuity of all reason and order in the world rests on her life, and she can do naught but suffer in silence under the burden of her great duty.

Only with death does the goddess's task end. At the moment of her passing, omens and portents appear throughout the world, identifying the next young woman who is to become the bearer of the seal. None can refuse this sacred duty; it is an evil nightmare that must be repeated, again and again, for as long as mankind still lives.

The Union and the Empire

Against the vast and awesome Empire stands the Union, an alliance of nations great and small. The Union protects the goddess, and for many years the two rivals have matched each other in strength and power. But now the Empire has gathered demons and monsters to its cause, its military might has grown powerful beyond reckoning, and it seeks to make the entire world its own. The balance of power has crumbled...

The Cult of the Watchers

It is rumored that behind the baneful machinations of the Empire lies the enigmatic religious order known as the Cult of the Watchers. Though the Cult's murky origins remain wrapped in mystery, the dogma of the Cult has infested all levels of society. More crazed zealots swell the ranks of the believers with every passing day.

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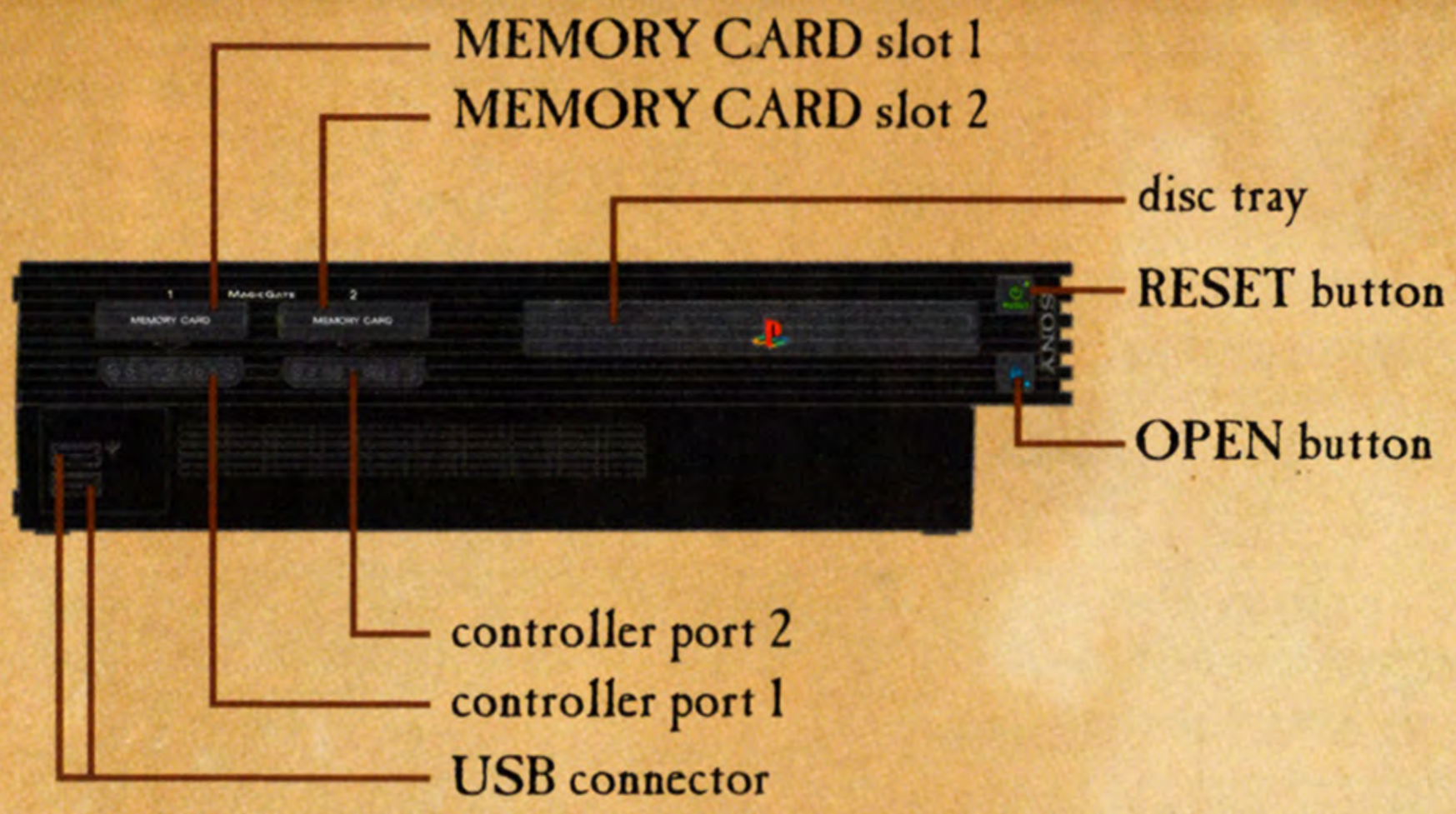
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **DRAKENGARD**™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller to controller port 1. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING OUT

From the title screen, press the START button to display the main menu.

Move the left analog stick up or down to make your selection, then press the ⊗ button.

New Game

Select "New Game" to begin your adventure.

- **NOTE:** Previously saved data will be lost if you choose to overwrite it with a subsequent save.

Load Game

Select "Load Game" to load a previously saved game from a memory card (8MB) (for PlayStation®2). You can use this feature to resume from where you left off, replay cleared missions, or take on a free expedition.

Options

Select "Options" to adjust game settings. (See p. 23 for details.)

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

The controls in Drakengard™ vary depending on the gameplay mode. Please review the following:

MENU SELECTION:

left analog stick	Move cursor / Select command
⊗ button	Select / Talk to a character
△ button	Cancel / Return

COMMON BATTLE CONTROLS:

left analog stick	Move character
right analog stick	Move camera
□ button	Standard attack
L1 button	Roll left
R1 button	Roll right
L3 button	View / Hide enemy health
R3 button	View map
START button	Pause

SPECIFIC BATTLE CONTROLS:

	Melee Controls	Strafe / Aerial Controls
○ button	Switch to ally	Change target (aerial only)
□ button	Attack	Dragonfire
△ button	Magic attack / Finishing blow	Magic attack
⊗ button	Jump / Talk	Accelerate
L2 button	Block	Shift camera towards target (aerial only)
R2 button	Change weapon	Face target (aerial only)
L1 + R1 buttons	--	180-degree turn
SELECT button	Mount / Dismount dragon (post-pact)	Mount / Dismount dragon (Strafe Mode only)

NOTE: This game may be incompatible with controllers other than the DUALSHOCK®2 analog controller.

CHARACTERS

Prelude to Madness - Destiny's cruel cogwheels begin to turn

CAIM *REVENGE*

The son of royalty, Caim was forced to witness the brutal murder of his parents by an Imperial black dragon. Since then, his hatred for the Empire has grown ever greater, and he now lives only to wage war against it as a soldier in the army of the Union. In his face and eyes there burns a cold, grim determination.

Sex:	Male
Age:	24
Pact-beast:	Red dragon
Pact-price:	Voice
Location of Mark:	Tongue

In the center of the war's bloody maelstrom stands a warrior named Caim. He was the prince of a small kingdom, until his parents were cruelly murdered and his nation was destroyed by the red-eyed dragons of the Empire. Now he seeks his revenge on the battlefield in the service of the Union.

One day, in the midst of a ferocious battle with the minions of the Empire, Caim hears that his army's own castle is under attack. Within the castle is his sister Furiae, the goddess whose duty is to protect the seals of the world. It is the desire to control her that drives the Empire to wage its wicked war. To protect his sister, Caim hurls himself, alone, at the swirling mass of Imperial soldiers.

RED DRAGON

The dragon is a supremely dignified and superior beast; she believes that she need merely raise her voice to have any creature quail before her. Dragons are acknowledged by other creatures to be lords of the natural world, charged by the gods to advance evolution by applying their "trials" and destroying all those too weak to deserve life. As creations of the gods, dragons will survive any trial that the gods choose to impose upon the world.

Sex: Female
Age: 10,000 years (exact age undetermined)

Chains of a Pact

Revenge's passion overcomes hate, and a dragon becomes the warrior's steed.

Breaking into the castle through the closing net of the Imperial army, the mortally wounded Caim encounters a shocking spectacle. Before him, captured and fettered by the Empire, is a crimson dragon, a creature of the same breed that slew his parents. Eyes made blind by rage, Caim lifts his sword to strike dead the hated beast.

"Kill me if you desire..." whispers the dying dragon.

Caim pauses, his sword still raised to deliver the death blow. And at that moment, he makes the decision to live, and demands from the dragon a pact. Though the pact-price he must pay is undeniably great, a union with the dragon would not only allow him to survive; it would afford him the power to exact his terrible revenge on the Empire.

When a human and a beast exchange hearts and forge a pact, they become "pact-partners." It is said that a human and his or her pact-beast are equal in strength to an entire nation's army, but only a select few may ever be worthy of tasting such power. The human must pay a terrible price for a pact by sacrificing a treasured function of his or her body.

But the mighty dragons comprise a noble race that does not easily submit to the dominance of another. Even though captured and on the brink of death, the dragon's pride is still strong.

"Tell me. Do you still want to live, dragon? A pact! There's no other way."

Caim will not be denied, and little by little, the dragon begins to consider. For a moment that seems like an eternity, the two proud adversaries glare at each other. Then the dragon makes a decision.

"Yes. A pact..."

Caim and the dragon exchange hearts, and the pact is sealed. From now on, dragon and warrior will, for good or for ill, share the same fate.

Transformed into a rider of dragons, Caim turns toward a battle in which is wrapped the fate of the goddess and of the whole world.

CHARACTERS

FURIAE *LOST HOPE*

Furiae is Caim's sister. Raised as a royal princess, she struggles to come to terms with her appointed role as the goddess. With a melancholy affection for her brother sealed deep within her heart, she now passes her days in near solitude with only sad prayers to keep her company. Her sheltered upbringing has left her incapable of defending herself, and she must rely on the kindness and strength of those around her.

Sex: Female
Age: 19

At the age of fourteen, the portents led the hierarchs to name Furiae as the next goddess, and her life was transformed irrevocably. Her kingdom was lost, her parents were murdered, and the burden of serving as the goddess was placed upon her. As her cursed fate unfolded, Furiae despaired of all hope.

As fate would have it, her brother joined the Union; Furiae was taken to his castle to be protected by Union forces. Yet Furiae has lost all attachment to her earthly life. Even as the battle for her rages around the castle, she can only sit quietly and offer up silent prayers.

INUART *LOVE AND HATE*

Inuart is the son of a nobleman from the kingdom once ruled by Caim's family. Inuart has a beautiful singing voice and is a master of the harp. Though sincere and honest, his heart is weak. When times become precarious and the situation turns grave, he must have someone to cling to lest he collapse into ineffectual despair. The one he relies on the most is his former betrothed, Furiae.

Sex: Male
Age: 20
Pact-beast: Black dragon
Pact-price: Songs
Location of mark: Neck

Within the castle, a man stands by Furiae and fights for her life. Inuart was Caim's boyhood friend and was to be the husband of Furiae – until that awful day when she was named as the goddess. But even as their wedding became an impossibility, his love for her grew all the more powerful.

Though Inuart strives to be the strong-nerved warrior his childhood friend became, he knows that next to Caim he is little more than a weak child. His complex feelings toward Caim and his hopeless love for Furiae will later lead him into madness.

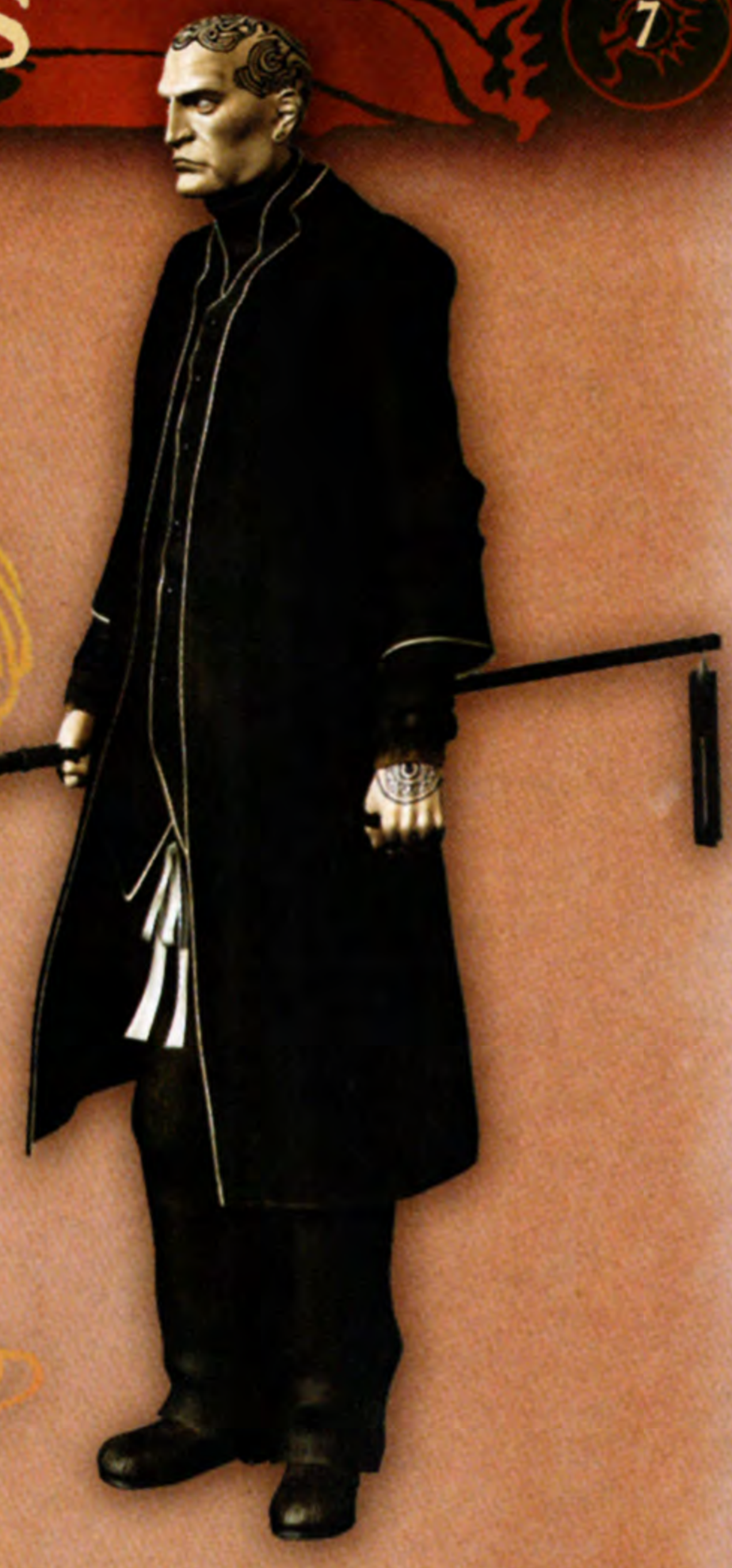
CHARACTERS

Different Fates - None can escape their own destiny

VERDELET

Verdelet is the one hierarch whose duty allows him to speak directly with the goddess. Though he controls no military power, he is a powerful authority within the Union. Verdelet is a pious man who is always careful to say and do the correct thing, but his selfishness and sense of self-preservation come to the fore when the situation becomes dire. When young, he made a pact with a dragon that now only lives on in petrified form. Verdelet himself has no ability to fight.

Sex:	Male
Age:	72
Pact-beast:	Petrified dragon
Pact-price:	Hair
Location of mark:	Skull



LEONARD

Upright and just, Leonard is a kind soul who abhors the bloodshed of war. But despite his inherent decency, he is tormented by the knowledge of his faults and past mistakes; he places all blame for the death of his brothers upon himself. The faerie takes advantage of his instability to force a pact upon him. Leonard is very fond of Seere – perhaps because he reminds him of his brothers – and works hard to protect him from all enemies, including, of course, Arioch. He somewhat unwillingly battles the Empire at the side of Caim, his ally.

Sex:	Male
Age:	32
Pact-beast:	Faerie
Pact-price:	Sight
Location of mark:	Eyes

CHARACTERS

ARIOCH

The elf Arioch was a loving mother and wife until she was driven mad by the murder of her family at the hands of the Empire. Since then, she has become an insatiable murderess who targets any child she finds. She feels no guilt for her murders, only a pure joy as her young prey fall victim to her insanity. Always seeking to make Seere her next victim, she is a very dangerous ally indeed. It is unclear as to exactly why Verdelet accepted her into the party.

Sex:	Female
Age:	24
Pact-beasts:	Undine and Salamander
Pact-price:	Womb
Location of mark:	Abdomen

SEERE

Adored by his mother, Seere grew up bathed in affection, and as a result he feels strong guilt about the neglect of his twin sister, Manah. Perhaps that is why he is able to endure even the most brutal mistreatment. A good child who always behaves well, there is nevertheless an element of "poor me" in his character that leads him to deny responsibility for his misdeeds. He joins Caim's party to search for his lost sister.

Sex:	Male
Age:	6
Pact-beast:	Golem
Pact-price:	Time
Location of mark:	Whole Body

Pulled by the callous strings of fate, a band of allies gathers about Caim. Verdelet the hierarch, the only priest empowered to speak to the goddess. The hermit Leonard, wracked by guilt and bereft of hope. Arioch, the mad elf. Seere, the child who bears the weight of a tragedy of which he is innocent. To each of them is bonded a pact of awesome power. Even as the Empire's might grows, they will journey and battle alongside Caim, each seeking their own solace.

PLAYING THE GAME

CHAPTERS AND VERSES

Story Selection

The story is divided into chapters and verses. Each verse corresponds to a movie, event sequence, or mission. The story advances as you complete each mission. There are three types of mission:

Melee Mode

In melee mode, Caim faces enemies alone at ground level.

Strafe Attack

In strafe attacks, Caim may attack opposing ground forces from the air with his dragon, or dismount and fight them on foot.

Aerial Combat

In aerial combat, Caim and the dragon battle airborne foes at high altitudes.

Free Expeditions

After selecting "Load Game" from the main menu, you will have the option of continuing a saved game or exploring another side of the story in a free expedition. (See p. 22 for details.)

ON A MISSION

At the beginning of each mission, your objective is displayed at the bottom of the screen. You must eliminate all enemy targets to complete the mission. You will accumulate experience points as you vanquish each foe. Caim receives experience points for enemies he destroys, while the dragon receives experience for her kills. You may obtain new weapons during your mission, but you will be unable to equip them until after you have cleared the mission.

Know the stakes with the R3 button!

Press the R3 button to display a map, the conditions for completing your objective, and your current status. (See p. 16 for details.)

SAVING YOUR GAME

After you have successfully cleared a mission, the mission results will be displayed. These include experience points gained and power increases to your weapons or dragon. Before you proceed to your next mission, you will have the opportunity to save your progress to the memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

- Only one saved game can be stored per memory card (8MB) (for PlayStation®2).
- You must have at least 41KB of free space available on the memory card.
- A game cannot be saved on a PlayStation® memory card or PocketStation.
- When saving or loading data, do not switch off your console or remove the DUALSHOCK®2 analog controller or memory card. Doing so may cause saved data to become corrupted.

GAME OVER

The game ends if you run out of HP or exceed the mission's time limit. By selecting "Continue," you may replay the mission from the beginning as many times as you like.

STARTING A NEW GAME

Gameplay

Players advance through the game by successfully clearing missions. The game progresses as follows:

NEW GAME

Starting a Game from the Beginning

The adventure begins when you select "New Game" from the main menu. Caim leaps into the fray, ready to cleave through hordes of enemy forces to save his sister, Furiae.

Chapter 1 Verse 4
Confirm
Inside the castle, Caim finds before him a dragon, the proud beast cruelly fettered.
His parents were murdered by a dragon, but Caim knows that a pact will give him the power he needs to battle the Empire. And the dragon knows that only a pact can save its life.
In the besieged castle, the dying pair make the fateful decision to live.
Continue

Ready for Battle

Before engaging the enemy, ensure you are properly equipped with the appropriate weapons.

Selecting a Weapon

From the weapon selection screen, you may choose up to eight weapons for Caim to bring with him into battle. Caim may switch his weapon at any time during a mission, but he may only choose from the weapons that he has taken with him. (See p. 19 for more details regarding weapons.)

Following the Story

Once you are ready for battle, select "Continue." Brief movies or events may precede missions as the story unfolds.

Beginning a Mission

At last the battle begins! Your objective appears on the screen as the mission starts. The story progresses as each mission is cleared and the next mission presents itself.

The Next Mission

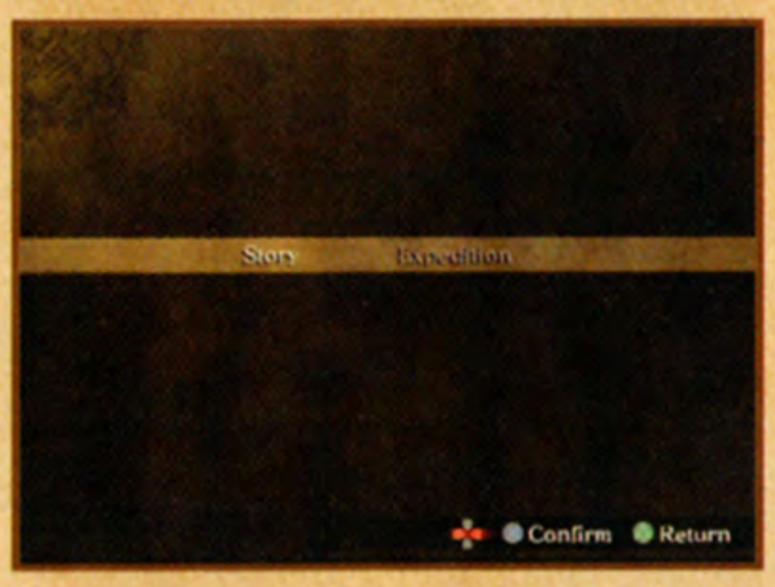
Subsequent missions arise as each objective is met. Note that you may choose to replay a particular mission more than once before moving on to the next.

LOADING A GAME

LOAD GAME

Continuing a Game

Select "Load Game" from the main menu to load saved data from the memory card (8MB) (for PlayStation®2). This will allow you to continue playing the game from your last save point.



Story

Select "Story" to continue from your last cleared mission. You may also choose to replay a completed mission.

Free Expedition

As you complete certain chapters and verses, various free expeditions will become available. These may be played at will between missions. (See p. 22 for details.)

Selecting a Segment of the Story

When you select "Story," you may continue playing the game from your last save. You may also replay any of the missions you have completed thus far. Replaying missions provides an opportunity to hone your skills and gain experience points. Use the left analog stick to select a chapter and verse, then press the ⊗ button to play that mission, movie, or event.

Chapter 1 Verse 4
Confirm
Inside the castle, Caim finds before him a dragon, the proud beast cruelly fettered.
His parents were murdered by a dragon, but Caim knows that a pact will give him the power he needs to battle the Empire. And the dragon knows that only a pact can save its life.
In the besieged castle, the dying pair make the fateful decision to live.
Weapon
Continue

Ready for Battle

After selecting a mission, you are ready for battle. From this point forward, the game progresses in the same manner as a new game.

PREPARING FOR BATTLE

Be sure to be properly equipped before heading into battle. Choose the right weapons and allies to bring with you!

WEAPON SELECTION

After selecting a chapter and verse, select "Weapon" from the lower right corner of the screen. This will allow you to select the weapons Caim will take into battle. Using the left analog stick, select a weapon and press the ⊗ button to confirm your selection.

Weapon Wheel
Use the weapon wheel to select and equip Caim's weapons during battle.

Complete
This figure indicates what percentage of the game's weapons you have acquired.

Adding a Weapon

From the weapon menu, you may use the left analog stick to select a weapon to add (equip) or remove (unequip) from the weapon wheel. Press the ⊗ button to confirm your selection. Remember: Only the weapons placed on the weapon wheel will be taken into battle.

Explanation

This allows you to check a weapon's status, including information on attack strength, sharpness, reach, weight, material, combo hits, and the number of kills required to reach the next level. You may also view the weapon's history by pressing the left or right directional buttons. Select "Explanation" and press the ⊗ button to view this screen.

Weapon name and level
Associated magic

Attack Strength	Indicates degree of damage inflicted on opponent
Sharpness	Edged and unedged weapons handle slightly differently in combat
Reach	Indicates attack range
Weight	Affects attack speed
Material	Indicates weapon's basic component
Combo Hits	Indicates number of hits in a combo attack
Next Level	Indicates number of kills needed to reach the next level

ALLIES IN BATTLE

Selecting an Ally

After you have selected a mission, select "Ally" on the next screen, then use the left analog stick to select an ally and press the ✕ button to confirm your selection. You may cancel your selection by pressing the △ button.

Ally's name
Weapon
Magic

Summoning an Ally

If Caim is dangerously low on HP during a battle, you may be able to weather the storm by calling on an ally for help. Press the ● button to have your ally fight in Caim's place. When an ally fights in the place of Caim, he or she will lose HP over time - whether the ally receives damage or not. When the ally's HP reaches zero, Caim must fight again.

Summon Limit

This indicates the number of times the ally may be summoned per mission.

GROUND BATTLES

Eliminating Enemies on the Ground

In this mode, Caim wields his weapon to destroy ground-based enemy forces. From here, he can take out enemies such as archers and wizards – crafty foes who strike at the dragon's weak points. If you can eliminate these enemies, attacking from the air will be a far more effective proposition.

1) **MP Gauge:** Indicates your current MP (magic points). Caim's MP increases as he strikes enemies. Store up your MP, then unleash special attacks!

2) **HP Gauge:** Indicates your current HP (health points). The game ends if Caim runs out of HP.

3) **Radar:** Indicates the location of nearby adversaries. Red indicates an enemy; yellow indicates a targeted foe or location.

4) **Counter:** Indicates the number of enemies you have felled in the current mission.

5) **Enemy HP:** Indicates the current HP of a foe. An enemy will fall when this reaches zero.

MOVING

Navigating the Battlefield

left analog stick	Walk / Run. To walk, move the left analog stick slightly in the direction you wish to go. To run, move the analog stick fully in the direction you wish to go. After running for a certain time, Caim will increase his pace and begin to sprint.
right analog stick	Move camera
L1 button	Roll left
R1 button	Roll right
⊗ button	Jump
L2 button	Block. This is a defensive stance that protects Caim from the front, but leaves him vulnerable to attacks from behind.

ATTACKING

Swing away!

□ button	Attack. To attack using your currently equipped weapon, press the □ button. Press it quickly in succession to execute a devastating combo attack.
△ button	Magic attack / Finishing blow. When the MP gauge blinks, you may execute a magic attack with your weapon. If your timing is correct, you can execute a finishing blow by pressing the △ button during a combo attack. (See p. 18 for details.)

CHANGING WEAPONS

Accessing the Weapon Wheel

The weapon wheel can be accessed by holding down the R2 button. When the weapon wheel appears in the upper left of the screen, continue holding R2 while you move the left analog stick to the left or right to select the weapon you wish to equip. Release the R2 button to equip the currently selected weapon.

INFORMATION

Sizing Up the Situation

◉ button	Summon an ally. If you have an ally with you during a mission, you may summon him or her to take over for Caim in battle.
L3 button	Turn the enemy HP gauge on or off
R3 button	View map
START button	Pause
SELECT button	Mount / Dismount dragon.

Keep your guard up!
Good defense is essential for survival. Use the L2 button to block as you approach enemies with arrows or other long-range weapons. You can also use the L1 button and R1 button to roll and dodge incoming strikes.

MAP & MENU

Understanding the Battle

During any mission, click the R3 button to view the map screen. You can also check your current status and the conditions for completing your mission from this screen.

1) Menu
2) Area Map
3) Target
4) Caim's Position
5) Chapter & Verse
6) Remaining time - the game will end if you run out of time.

MAP

The map is only available during melee mode and strafe attacks. A blue arrow indicates Caim's location. Enemies appear as red dots, and a yellow circle marks mission targets. You can move the map with the right analog stick and rotate it with the L1 and R1 buttons. Press the L1 and R1 buttons at the same time to reset the map to its original position.

Taking Out Targets

Eliminating enemies with the word "Target" above their heads is crucial to clearing missions. When viewing the map, Caim's location is marked by a blue arrow, and targeted foes are marked by yellow circles.

MENU

Use the left analog stick or the directional buttons to make your selection.

GAME

Closes the map screen and returns to the game.

MISSION

Displays the conditions for completing your mission.

STATUS

Displays crucial information about your character and weapons:

Level	Caim's current level
HP	Current and maximum HP
Dragon EXP	Dragon's experience points
Kills (Mission)	Number of defeated opponents during the current mission
Kills (Total)	Total number of defeated opponents
Time (Total)	Total time played
Number of Attacks	Total number of successful hits
Weapons Collected	Expressed as a percentage of the total number available in the game

QUIT

Press the START button to exit the game and return to the mode selection screen. Unsaved progress will be lost.

COMPLETING MISSIONS

View Results and Save the Game

You may view the results of a mission once it is complete. If you acquire any weapons during the mission, you will be able to use them in the following missions. If you gain enough experience points, your level will increase. You can also save your game after viewing the mission results. See p. 9 for more details regarding saving.

MISSION RESULTS

View the results of the mission.

MELEE MODE, STRAFE ATTACK

Total Time	Amount of time taken to complete the mission
Maximum Chain	Longest chain attack performed
Remaining Health	Caim's HP at the end of the mission

AERIAL COMBAT

Total Time	Amount of time taken to complete the mission
Magic Attacks	Number of magic attacks
Remaining Health	Dragon's HP at the end of the mission

CAIM'S STATUS

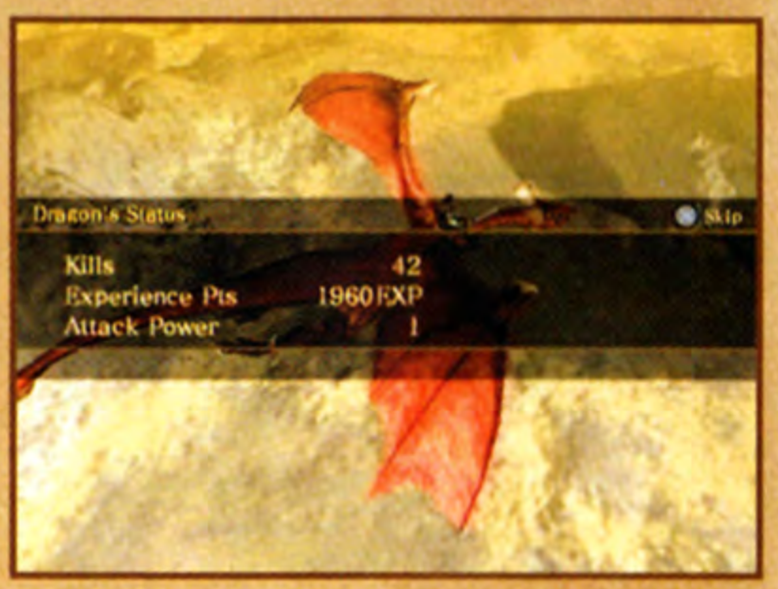
View Caim's status and the number of enemies he has defeated.

Kills	Number of enemies Caim has defeated
Level	Caim's current level and experience gained
Health	Total health after new experience points are applied

DRAGON'S STATUS

Your dragon's status appears when your dragon gains experience through strafe and aerial battles.

Kills	Number of enemies the dragon has defeated
Experience Pts	Total experience gained by the dragon
Attack Power	Dragon's attack strength after new experience points are applied



Treasure Chests

In some missions, you may discover treasure chests. Some appear on the map, while others are hidden. Walk over treasure chests to open them, and walk over them again to acquire their contents. Any weapons acquired will be available for use after you complete the current mission.

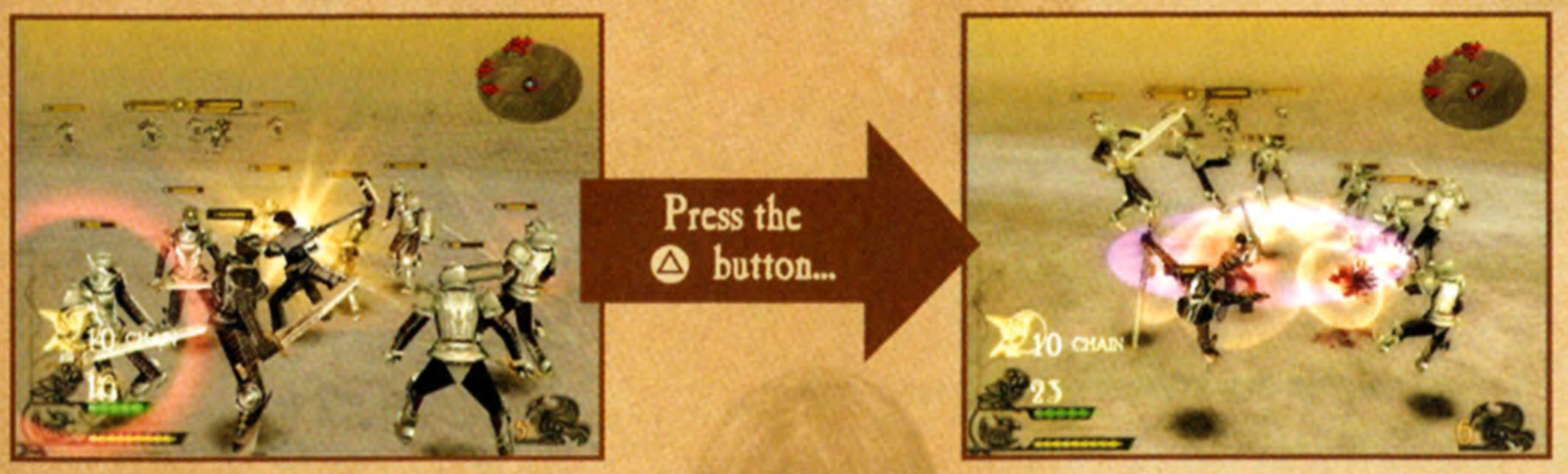
MASTERING COMBAT

Annihilate the enemy with combos and chain attacks!

Make your enemies feel your wrath via two special techniques: finishing blows and chain bonuses.

FINISHING BLOWS

Cut them down with a torrent of strikes!



When your weapon glows...

Press the ▣ button repeatedly to unleash combos. If you see your weapon glow during your attacks, press the △ button with the proper timing to unleash a finishing blow!

To unleash a finishing blow:

Finishing blows are powerful attacks that inflict damage to surrounding enemies. The amount of damage inflicted depends on the number of hits made with the current combo. The longer your combo is before the strike, the greater the damage will be.

CHAIN BONUSES

Grab the spheres!

Every time you finish a combo, the number of successful hits is tallied. You will receive experience points based on this number. Furthermore, achieving a certain number of hits causes a sphere to appear nearby. Spheres have a variety of helpful effects. Some spheres replenish your health, while others can wipe out nearby foes with a surge of destructive power.

Defeat the commanders!

Enemies on the ground are organized into units, each led by a commander. A circle appears next to a commander's health. By defeating the commander, you can sow confusion among the subordinates, thereby reducing the unit's combat effectiveness. Eliminate commanders early in the fight to gain an advantage.

Weapons with Magic

Weapons with magic attacks affect your attack capabilities in two important ways. Let's take a look at these unique characteristics.

MAGIC ATTACKS

When the MP gauge begins to blink, this means that you can execute a magic attack using your equipped weapon. You gain MP by striking enemies.

Replenish MP

Magic attack!

WEAPON LEVEL

Weapons thrive on the blood of your enemies. As a weapon grows with use, its shape may change, and the weapon will become stronger. Its attack strength and number of combo hits may increase – as well as the magic power inherent to the weapon.

More attack strength
More magic power
More combo hits

There are several types of weapons, such as long swords, axes, and spears. Below are two examples of the weapons that will become available during the course of the game:

Glory's Bane

This weapon inflicts light damage, but it allows the wielder to turn quickly. Glory's Bane contains the magic attack known as Damocles' Strike.

Foul Blade

Though vulnerable to counterattacks due to its weight, this axe can inflict great damage. Its Eye of the Salamander magic attack shoots a fiery blast at surrounding opponents.

SKY BATTLES

Gain control of the skies and eliminate enemies on the ground!
Your pact with the dragon gives you the power to battle airborne enemies above the battlefield – and attack enemies on the ground from above.

Eliminate airborne enemies!
AERIAL BATTLE
In this mode, you mount the dragon and destroy airborne enemies. Take command of the skies and the enemy on the ground will be yours to destroy.

Purge the earth of enemies!
STRAFE MODE
In this mode, you use the dragon to obliterate enemy forces on the ground. This serves as an excellent way to search for targets.

FLIGHT CONTROL
Soar through the sky!

left analog stick	Movement. Move the left analog stick up or down to change pitch. Move it left or right to change direction.
right analog stick	Move camera
⊗ button	Beat wings to accelerate. Press the ⊗ button to increase your speed. You can execute a quick turn by moving the left analog stick left or right and simultaneously tapping the ⊗ button.
L1 button	Roll left
R1 button	Roll right
L1+R1 buttons	180-degree turn
R2 button	Face enemy. When in aerial battle mode, this allows you to automatically turn to face the enemy.
L2 button	Turn the camera towards the enemy (aerial combat only)
L3 button	Toggle enemy health display
R3 button	View map
START button	Pause
SELECT button	Mount / Dismount dragon (strafe mode only)

DRAGONFIRE

Turn the enemy to ash!

■ button	Attack / Lock on to target. Press the ■ button once to unleash a dragonfire attack. Hold down the ■ button to lock on to multiple enemies, then release the button to release multiple dragonfire attacks. Each time you score a hit, you gain MP.
△ button	Magic attack (aerial battle / strafe mode). When in an aerial battle, you will unleash a tremendously powerful magic attack towards the enemy. When in strafe mode, you will raze the nearby ground in a spectacular fashion.
◎ button	Change targets (aerial battle) Note: Locking on to an enemy increases your accuracy, but individual fireballs are more powerful. Fireballs are also far more potent against closer enemies.

MULTIPLE TARGET LOCK

Lock Marks
Display the number of enemies vulnerable to target lock. As your dragon evolves, it can lock on to greater numbers of enemies.

Strike at multiple enemies!
When in an aerial battle, you can use the dragon's sights to execute guided attacks. Normally, you cannot attack when the sights appear blue. Once the enemy is in range, the sights will change to red. You can then lock on to targets you have caught in your sights. Hold down the ■ button as you move the dragon. The sights will lock on to enemies. Release the ■ button to attack each enemy.

DRAGON GROWTH AND TRANSFORMATION

As dragons grow, so does their power.

After forming a pact with Caim, the dragon grows and changes. As it grows, its fiery breath intensifies.

FREE EXPEDITIONS

Level up through free expeditions!

Free expeditions are unlocked after you reach a certain point in the story. Their availability depends on a number of conditions.

Cursor

Available Locations

Expedition Types

SELECT LOCATION

A flag will appear on the map to indicate that a mission has become available. When you move the cursor over a flag with the left analog stick or directional buttons, the location name and expedition types are displayed. Use the ⊗ button to confirm your selection. Press the △ button to cancel and return to the mode selection screen.

SELECT MISSION

Missions appear after you select a location. Press the left analog stick or the up and down directional buttons to select a mission, then press the ⊗ button to confirm your selection. Press the △ button to return to the location select screen.

SELECT DRAGON

If a mission involves air combat, you may choose the level of the dragon you wish to ride. Press the left analog stick or the up and down directional button to select a level, then press the ⊗ button to confirm your selection. More levels become available as you progress through the game.

OPTIONS

By selecting "Options" from the main menu, you can adjust various game settings.

Move the left analog stick up or down to select an item on the options list, then move the stick to the left or right to change the setting. Press the △ button to exit.

Difficulty	Selects the difficulty of the game play: Easy or Normal. You may change this setting before returning to a saved game.
Camera Assist	This setting determines how closely the camera will track locked-on targets in air-to-air missions. At zero, the camera will not follow the movement of your target. At three, the camera will swing to follow an enemy, even if they move behind the dragon.
Blood	Turns blood effects on or off.
Vibration	Toggles the vibration effect of your controller on or off.
Subtitles	Toggles the display of subtitles in movie scenes on or off.
Sound	Toggles audio settings between stereo or mono.
Music	Adjusts the volume level of background music.
Sound Effects	Adjusts the volume level of in-game sound effects.
Auto-save	Allows you to automatically save after each cleared mission.
Advanced settings	Allows you to view additional options.
Load	Loads previously saved options data from a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1. These settings will remain active after you press the △ button to exit the options screen.
Default	Restores all options to their original settings.

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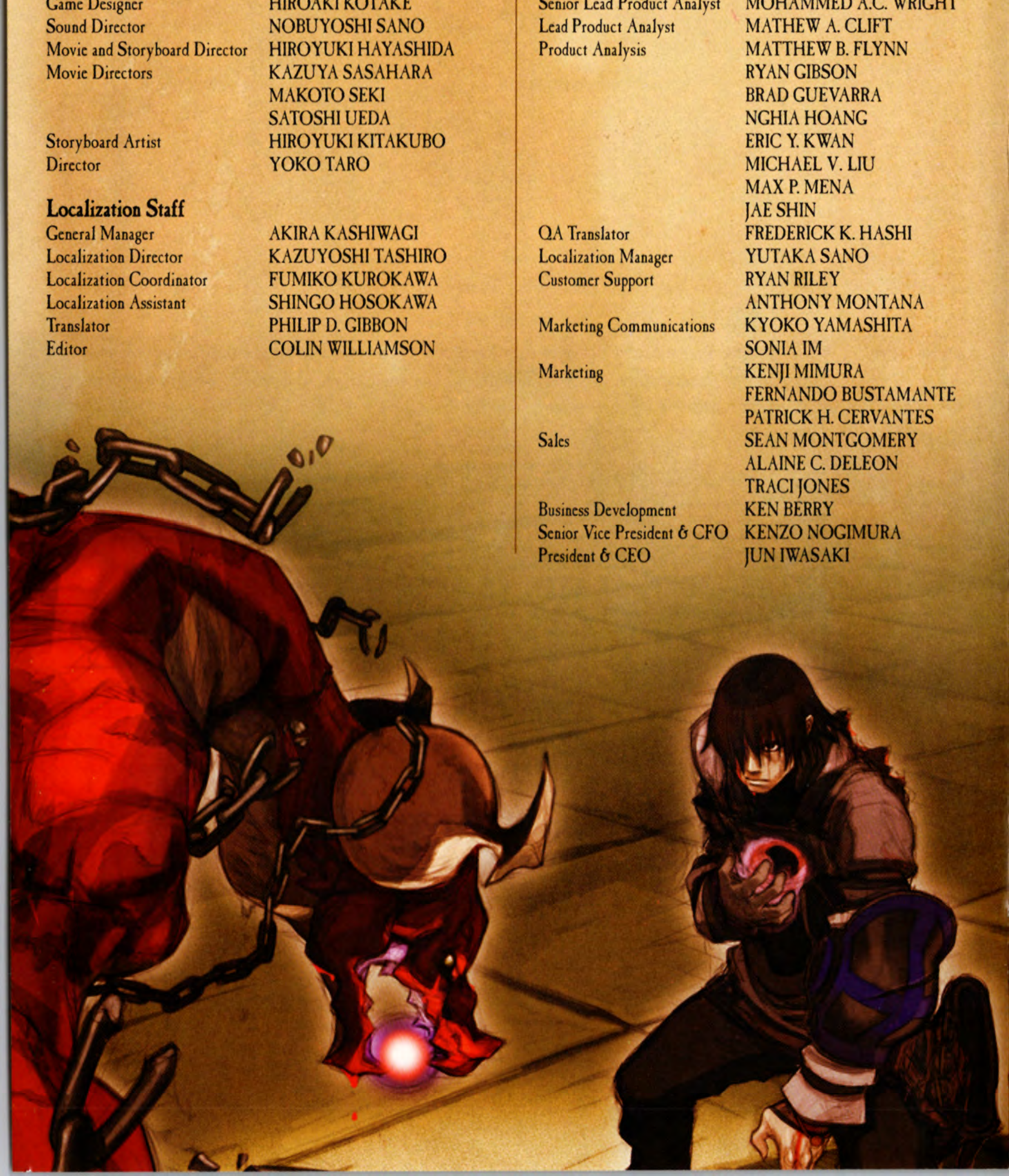

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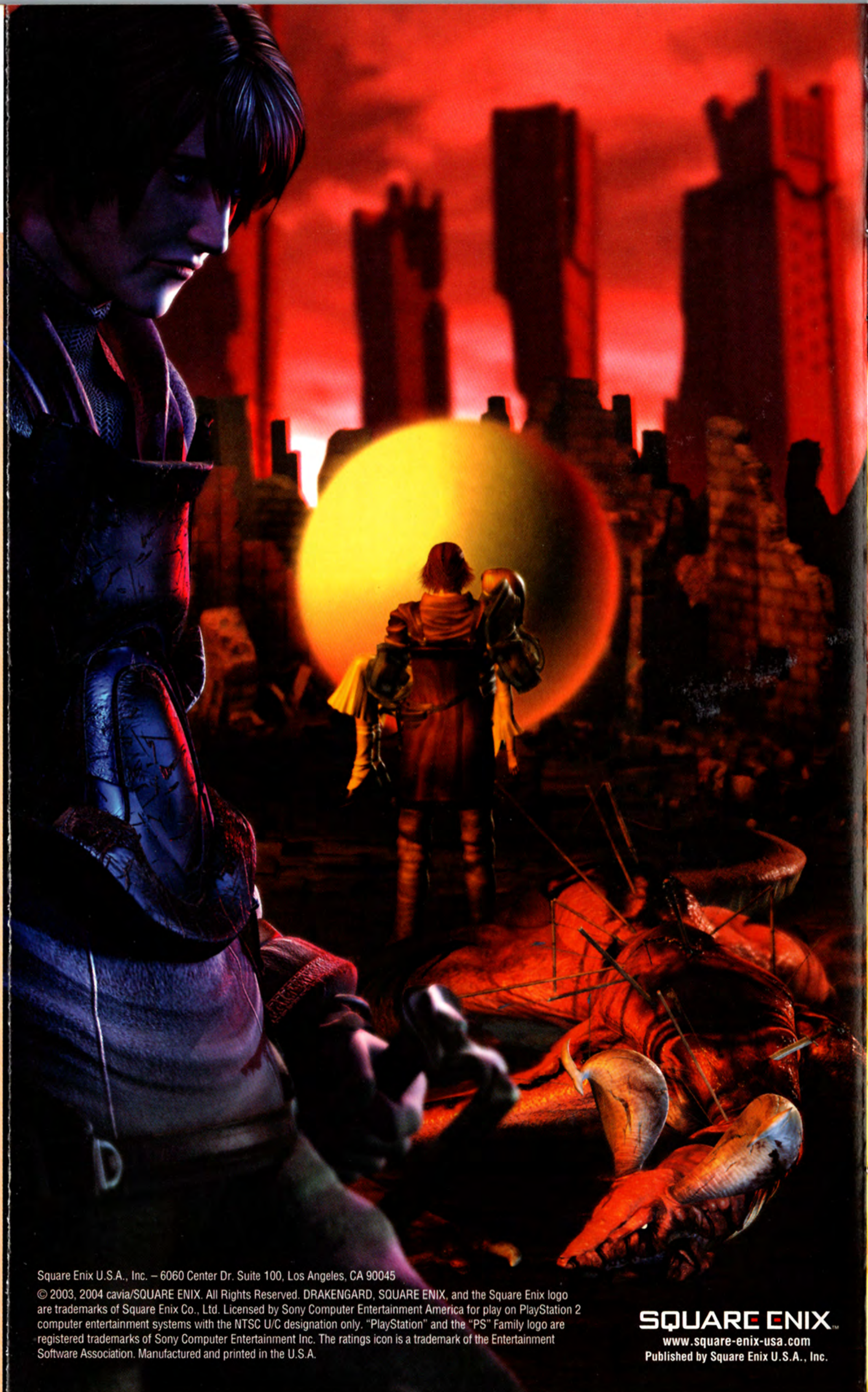

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